Design Thinking

***Mini Design Challenge-60 minutes***

**MacHD:Users:swill:Desktop:Screen Shot 2013-09-19 at 1.10.16 PM.pngMacHD:Users:swill:Desktop:Screen Shot 2013-09-19 at 1.02.47 PM.pngPhase 1: Discovery (10 min.)**  **Phase 2: Interpretation –Focus (5 min.)**

Now search for meaning in what you just learned. What do you see to focus your actions?

Begin by understanding the problem. This might be done through research, observation and interview. The idea is to ask great questions, listen and learn.

Tip: Don’t be afraid to ask “Why?”

What are three unique aspect of your problem?

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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What are three needs that you see in this problem?

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Actionable Problem Statement:

Notes: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Principals

Design Thinking

***Mini Design Challenge***

MacHD:Users:swill:Desktop:Screen Shot 2013-09-19 at 1.10.16 PM.png**Phase 3: Ideation (10 min.)**

Brainstorm as many ideas as you can in 10 minutes. Write everything down, but don’t discuss them. Go for quantity and diversity of ideas. If you need more space grab some more paper!

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**MacHD:Users:swill:Desktop:Screen Shot 2013-09-20 at 2.19.43 PM.png**MacHD:Users:swill:Desktop:Screen Shot 2013-09-19 at 1.10.16 PM.png**Phase 3: Ideation – Continued (10 min.) Phase 4: Prototyping (15 min.)**

Prototype notes:

Now with your idea in hand, it’s time to build it. You can use any of the materials provided to create your prototype. You might want to build quick rough prototypes at first. This will give you time to iterate your idea into a final prototype. A prototype can be sketch, a storyboard, a model, diagram, a mock-up, a presentation, movie or whatever seems appropriate. Remember to build a prototype with the user in mind, trying to let the user “experience” the idea!

Time to refine your ideas down to a couple of promising gems. You have 10 minutes to decide which ones to keep. You will be given the process to use by the TOSAs. You will do one of the following:

* Post-it note voting
* Best ideas, worst ideas - pick the best idea with worst and mash them into one
* Sane and Crazy – pick the most crazy idea and mash it with most sane idea
* Pick the newest idea, the most useful idea and the most feasible idea and mash them into one idea

The winning idea:

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*How might you get feedback from the outside users?*

*What questions do you have?*

**Phase 5: Refinement (10 min.)**

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Congratulations on designing a great solution! Normally, you would continue to iterate your idea based on feedback from potential users. Since this is a mini challenge, we don’t have the time during this session. What we would like you to do is plan to share your solution.

*How do you plan to share your design results with users outside this classroom?*

*Describe your thoughts on each of the phases. What did you learn? What did you find difficult? What surprised you?*

*Phase 1: Discovery*

*Phase 2: Interpretation*

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MacHD:Users:swill:Dropbox:2013-14 PD:All gray phases.png**Reflection: Review the process**

In order to get the most out of the design thinking process it is helpful to reflect on the different aspects of the challenge.

*What did you think of the design thinking process?*

*Phase 4: Prototyping*

*How might technology help with this process?*

*Final Thoughts:*

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MacHD:Users:swill:Dropbox:2013-14 PD:All gray phases.png**Reflection: Review the process**

*Phase 3: Ideation*